

Ministry of Community and  
Social Services



Youth and Recreation Branch

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## special events





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## **INTRODUCTION**

A special event is an activity arranged to supplement the routine program of the playground. Special events traditionally give aim and direction to the playground program.

There are many varieties and types of special events. Some can be elaborate and even, at times, expensive. Others can be short, simple and cost nothing whatsoever. A special event can be planned around any new or novel activity or game in which children participate.

Special events vary according to the playground's physical setting, its surrounding urban situation, and the needs and development of the children. Each playground should have at least one major event each week in addition to smaller special events.

Recreation staffs have learned that special events, can appeal to parents and adults bringing them to the playground as visitors. Special events can publicize and interpret a playground program to the general public.

Variety with moderation is good in all things. A playground supervisor has to develop sensitivity to the needs of the children in his program. It is possible to have too many or too few special events. The intelligent leader will sense how a special events program is being received and will vary the program accordingly. Children seldom stay away from a playground because it is too exciting. They often stay away if the program is too dull.

## **VALUES OF SPECIAL EVENTS IN THE PLAYGROUND PROGRAM**

- Special events help publicize the playground program.
- They may interest children not attracted by the regular program.
- They can get parents involved.
- They can give aim and direction and add variety to the regular program.
- They provide an extra challenge for the leader and aid in the development of initiative, patience and imagination.

## **TYPES OF SPECIAL EVENTS**

There are four categories relating to the length of time required for the special event.

### **SHORT-TERM SPECIAL EVENTS**

These events are conducted in a few minutes and are used as a break in the regular program to provide a shift of interest and increase enthusiasm. A yo-yo contest, a story, a drawing contest, balloon volley-ball or bingo, are good examples of short-term events. Because almost any playground activity can be regarded as a short-term special event (depending on when it is introduced into the program) this manual does not include such special events.

### **ONE-PERIOD SPECIAL EVENTS**

This type of event requires a morning, afternoon or evening and can be used alone or grouped with others to make a larger program. Crafts, stories and songs can be used in connection with one-period special events. A stilt contest, a doll-show and a wiener roast are all in this category.

### **DAY-LONG SPECIAL EVENTS**

A whole day can be devoted to a special event such as a craft show, track meet, trip to the beach, a camp-out, a playground or woodland picnic or cook-out.

### **WEEK-LONG SPECIAL EVENTS**

These events are carried out over a period of a week and require more planning. They may be conducted around a theme, such as the space-age, and relate all parts of the program—from crafts to active games. Sharing in the planning and preparation helps maintain children's interest and provides an opportunity for new experiences.

## **PROGRAMMING**

A special event should be scheduled for a specific date and programmed well in advance. This will allow ample time to clear it through all departments, make staff assignments, and plan and organize each individual event.

Check these points in staging a special event:

### **PLANNING**

Plan far enough ahead to allow time for proper programming. Set the date, time and place as soon as possible. Allow children and perhaps some parents, as well as the staff to help with the planning. Remember that the more elaborate the event the more preparation is needed.



## 2 PROGRAMMING (cont'd)

### AUTHORIZATION

Make sure all plans have the approval of the various authorities in your playground organization. Clear the event with the recreation director or the recreation office. Any special trip away from the playground involves the parents' permission. A museum trip means that the museum authorities have to be contacted. A trip through a local industrial plant involves planning with the public relations officer of the company, and so on.

### PUBLICITY

The bigger the event being planned the more publicity should go out. Include the WHAT, the WHERE, the WHEN and the WHY in all publicity. Research has found that word-of-mouth is the most effective means of publicity. Constantly ask the children to pass the news around the neighborhood. Use craft projects, placards for lamp posts, posters for store windows, handbills for the children to take home. See page 3 for some tips about making posters.

### GROUP CONTROL

Ensure sufficient staff to control the expected number of participants in the special event. Work out in advance various methods to be used to keep control of the group. How is the group to be held together? Who is to explain the buddy system? What is to happen about the behaviour problem? Who is in charge of traffic control? Is it necessary to count noses?

NOTE: In many special events players are eliminated and temporarily drop out of the game or event and may be hard to control. For variety and so that the game does not end for them, these players may be asked for a forfeit by the leader. The rules and a list of 50 forfeits appear in the playground activities manual—*Quiet Periods*.

### ASSIGN DUTIES

The recreation staff, playground leaders and volunteers should all know in advance what their duties are going to be for the special event. Set up necessary committees to obtain prizes and properties, procure starters for races, bakers for booths, judges for contests and so on.

### FINANCES

Check the problem of finances with the proper authorities. Is money needed for bus fare? Who will donate prizes? How much will be spent on refreshments or food? Is any extra equipment needed?

### FACILITIES AND EQUIPMENT

Book all equipment, films, art-and-craft supplies well in advance of the special event. Check that there is shelter in case of rain and that toilet facilities are available. Will there be fresh drinking water? Is there a phone nearby in case of emergency?

### SAFETY

Always be alert and concerned about the safety of children in your care. Check that the ground is level and free from hazards, that the grass is cut and clear of rubbish, glass or stones. Post the safety rules so that everybody can see them. Place apparatus as to prevent accidents. Safety is important!

### EVALUATION

Experience is the major factor contributing to the development of effective leadership. Careful evaluation of special events will reinforce and consolidate each new experience. One learns by past mistakes as well as past successes. Discuss the good and the bad points of the events with the staff and the older participants. Record these and report them to the playground administration. Make appropriate suggestions for the future. Always remember that a successful special event depends largely on two things: originality and planning.

## ONE-PERIOD SPECIAL EVENTS

### MAKING POSTERS FOR SPECIAL EVENTS

Many playground activities and special events need to be advertised. Posters are one of the most effective methods of advertising a special event. Even young children can make effective posters. You should keep three things in mind when producing a poster. It must—

- attract the eye
- tell a story quickly
- convince the reader of the merits of what is being advertised

To produce a good poster you must use bold lettering—large and simple in shape, and you should also have a bold illustration—one that is unusual, in strong colors and if possible large in size.

Making posters is very enjoyable if the right approach is used in introducing the idea to the children. A fast and effective way of making posters is to use paper of contrasting colors such as white, black and red. Cut a series of squares or rectangles in paper of one color. Trim these sections of paper down to the shapes of the large letters needed. Mount the letters on a sheet of paper in a strong opposing color. Cut an illustration from a magazine, add the less important information with India ink at the bottom and, presto, the poster is finished. Cut-out paper letters have a great advantage over painted letters in that the color is uniform and strong, the edges are sharp and never overlap. Paper is fast and easy to handle.

Show the children that you are interested. Pretend you are a group of artists working in an advertising agency. Talk over ideas for the best effects. Elect a publicity man to approach store-owners and ask for the use of window space. Appoint a paint-mixer, a cut-out man, a lettering man. Give each child a job that makes him feel important and makes him feel he is contributing to the final success of the project.

Poster-making can be used in connection with most special events. A poster-making contest can even be a special event in its own right.

This section of the manual is devoted to special events that can be carried out during one period (morning, afternoon or evening). A doll show and buggy parade are an example, and one approach to such an event is fully described to demonstrate to the playground leader the consideration and understanding necessary for any special event.

The other events briefly described in this section should be carefully planned before being undertaken. A program planning outline is included in the introduction of this manual.

### DOLL SHOW AND BUGGY PARADE

**ADVERTISING:** Advertising is important for every special event. It is necessary to impress the day, date and time of the coming event on the memories of the children attending the playground, as well as the invited public. Posters should be made a few days ahead of time. These can be displayed on your notice boards around the playground, in any neighboring store-windows. Notices can be sent home with the children.

Repetition is essential in advertising. Remind the children of the event from time to time. Tell them to bring their dolls and buggies; say that there are going to be ribbons and a parade. The best means of advertising is word-of-mouth. Enthusiasm is catching. If you are sincerely enthusiastic yourself, it will soon be reflected in the attitudes of the children toward the event.

**ENTRY FEE:** An entry fee of five cents will make the event more important to the children. Explain to them that all official shows have an entry fee. But do not press the point; a child without a nickel should be allowed to enter regardless. All dolls that are brought to the playground should be entered in the show. Allow each child to enter one doll and one buggy.

**ARRANGEMENT:** Have the children who have brought their dolls and buggies to the playground place them in a line or in a circle on a clear space. Move all the children to another area for a period of games, a story or a sing-song while the judging is taking place. Perhaps a craft period could be under way at this point in the program. This would be a good day for making a doll's bonnet out of scraps.



## **DOLL SHOW AND BUGGY PARADE (cont'd)**

**JUDGING:** Judging sounds like a simple matter but can often be difficult. Ask a number of parents to act as judges. Be careful in the judging that the most expensive dolls do not always win the prizes. Add any additional categories that you may think are necessary. Each doll should win in only one category—the idea is to make as many children as possible feel proud. If there are only six dolls in the show give each a ribbon for something. Out of 20 dolls there should be seven or eight winners. If there are a number of similar dolls, for example bride-dolls, make a special category to judge them, and give a special ribbon for that category. The following is a suggested list from which winning dolls and buggies can be chosen:

- the cuddliest doll
- the cleanest doll
- the biggest doll
- the smallest doll
- the doll that can do the most things
- the doll with the best home-made clothes
- the doll with the sweetest smile
- the most original doll
- the oldest buggy
- the cleanest buggy
- the buggy with the prettiest covers
- the best decorated buggy

**WINNERS:** After the judging, give out the ribbons in a ceremony. Tell the group why each doll won, have the group clap for each winner as she receives her ribbon and the name of the doll is read aloud. Have the winners curtsy when accepting their ribbons. Treat the event with respect and ceremony. Write down the names of all the winners and post them on the bulletin board. Explain to the group how difficult it was to choose the winners since all the dolls were so lovely.

**PARADE:** Let the winners march at the head of the parade, all the other children following along in double file. March around the playground or the neighboring streets.

## **OTHER ONE-PERIOD SPECIAL EVENTS**

### **MASQUERADE OR FASHION SHOW**

Arrange the party and have the children bring along lunches. Ask the children to wear Hallowe'en costumes or their mothers' old clothes. Have a parade around the playground and award ribbons for as many costumes as possible.

### **NEWSPAPER FASHION SHOW**

Divide the girls into pairs and give them plenty of newspaper and pins. One girl will act as fashion designer and the other will be the model. A fashion parade follows.

### **MILLINERY SHOW**

Announce this type of event well ahead of time and give the children a chance to make hats from suitable scrap materials. Cover your bulletin board with pictures of all kinds of hats—party hats, wedding hats, various occupational hats. This event can end with contests, a fashion parade, the taking of snap shots.

### **FLOWER SHOW**

This event can be held at any time during the summer. Arrange a series of categories for the flowers such as: the prettiest flowers, the bouquet that smells the sweetest, the best arranged bouquet, the most original bouquet. Organize the children in committees. Have one committee decorate the display table, another committee make invitations, still another arrange for the judging and ribbons.

### **FLOWER-ARRANGING CONTEST**

In the afternoon of the flower show have various flower-arranging contests. One contest should be the arrangement of seedpods and other materials from fields or woods. Other contests should be the arrangement of bouquets suitable for picnics or for a table setting.

### **BUTTON CONTEST**

Ask the children to bring as many varieties of buttons as possible from home. Set up tables under various categories, the prettiest, oldest, smallest and so on. This event can end with a button trading session.

### **SKIPPING CONTESTS**

Have a special event session centred on skill with the skipping rope. For the contestants divide the youngsters into age groups, 6 to 8 years, 9 to 11 years, and so on. You might begin with plain skipping and go on to all kinds of fancy skipping—double rope, backward double rope and so on.



## HOP SCOTCH TOURNAMENT

Hop scotch has been played in many countries for many generations. You can set up a special event in hop scotch by listing 10 different stunts that have to be mastered. For this event see the playground activities manual *Quiet Periods*.

## PET SHOW

There can be many categories for ribbon-giving in a pet show. Here are a few: the oldest pet, the youngest pet, the softest pet, the cleverest pet, the most original pet, the best dressed pet, the biggest pet, the smallest pet, the best behaved pet, the pet with the most original name.

Keep the last category a secret until the end of the judging so that the children will not be tempted to make up clever names on the spot. If this event goes over well, you might decide to hold a dog show later on in the summer.

## DOG SHOW

The following are some categories in which to place the dogs: the oldest dog, the youngest dog, the prettiest dog, the dog that can do the most tricks, the best behaved dog, the best dressed dog, the funniest dressed dog, the dog with the most original name, the dog that appears to be loved the most, the smallest dog, the largest dog, the funniest looking dog, the dog with the shortest ears, the dog with the longest ears, the fattest dog.

## TOPSY-TURVY DAY

This event is often called "backwards day". Plan your games backwards; talk backwards for a while. Pretend that you cannot hear straight talk. Have the children wear their clothes backwards. Draw pictures by looking in mirrors. Again, do not continue the event for too long a period. A variation of this could be "left-hand day" when everything has to be done with the left hand.

## STILT CONTEST

Stilt making is a good craft project for boys. Assist the boys to locate lumber and nails. Perhaps a carpenter would volunteer to help the group in this construction. If some members of the group are unable to find lumber they can make tin-can stilts and attach cords to each one long enough to hold in the hands. The boys stand on the cans and by pulling up on the cords they hold the cans against the soles of their shoes.

Arrange a stilt contest and a parade. Judge for the tallest boy on stilts, the best construction, the one who can stay up for the greatest length of time. There can be races on wooden stilts or on tin-can stilts. You can have a jousting event with poles well padded at one end.

## BIG TOE CONTEST

Big toes can be decorated with pipe cleaners, ribbons, paint, or what-have-you. Some of the best results can be obtained by cutting a hole in a raw potato and then placing it over the big toe and making the potato into a face—clown, monkey, rabbit, flower, space-man. This contest is so much fun that you should use it on family day so the parents can enjoy it too.

## AUSTRALIAN CHRISTMAS

It is summer time in Australia when December the 25th rolls around. Pretend you are in Australia and tell the children about the country. Let any child volunteer extra information along this line. Have the children draw each others' name and then make gifts in the craft period. Make Christmas tree decorations and decorate one of the trees on the playground. Play some new games and sing Christmas songs.

## BIRD-HOUSE BUILDING

Announce a contest for bird-house building. In the craft sessions discuss with the boys the appropriate designs, where to locate scrap lumber, how to handle the various tools. Part of this project could be done at home. Arrange for a display and judging when the houses are complete. In a skill event of this nature it is best to arrange separate classes for age groups, 6 to 8 years, 9 to 11 years, 12 to 15 years. The girls could have a class of their own. Award ribbons for the first, second and third prizes in each class. The contestants could bring cameras and take pictures of the finished display.

## EYE TEST

Give the children a series of tests that emphasize keen sight. Have them count the number of squares in the ceiling of the gymnasium; the number of posts in the fence around the playground, the number of squares in a certain area of screening, or the number of bricks in a designated area of a wall. Perhaps keenness of sight could be emphasized by asking them to look for a very small object that has been hidden in a certain area of ground.

## MARBLE TOURNAMENT

Ringer is played in a ring 10 ft in diameter with 13 marbles arranged in the centre to form a cross. In a special event of this nature all tournament play is for fair and marbles must be returned to owners after each game. For the rules of this game see playground activities manual *Quiet Periods*.





### SAND MODELLING

This activity can become a special event. Discuss with the children the various shapes they can make for castles, houses, bridges. Divide the children up so that some work in the sand, others cut paper flags, roofs, trees, fences, and others look for colored pebbles and weeds to decorate the finished project.

### LANTERN DISPLAY

In your craft periods have the youngsters make a variety of paper lanterns. Save the lanterns and then one evening hang them in a circle and let the children thrust flash lights into the lanterns; suddenly the night is ablaze with colored lights. This event could be used as part of a ceremony on a parents' night.

### TIN-CAN DERBY

Each child should bring two large tin cans. The cans should be clean and without sharp edges. There are many activities that can be carried on using tin cans as the basic material. Set up a race course. Contestants must roll (not kick) tin cans with the foot while covering the course. Run heats and play off winners afterwards.

**TIN-CAN GOLF:** Sink nine tin cans along a course, add obstacles. The golf clubs can be softball bats or hockey sticks; use a small rubber ball.

**TIN-CAN BOWLING:** Place five cans in a small circle at the end of a level area approximately 20 ft long. Use a softball or a croquet ball as the bowling ball.

**TIN-CAN SLALOM:** Arrange tin cans in a zig-zag course. Runners must complete course without touching the tin cans.

**TIN-CAN CATCH:** Nail a tin can to the end of a 3-ft stick. Arrange children in pairs. One partner holds the stick and the other, about 20 ft away, throws bean bags or small rubber balls and tries to land them in the tin can.

**TIN-CAN TARGET:** Suspend four to six tins at various heights on a swing frame. Players throw bean bags.

**TIN-CAN BAND PARADE:** At the end of the tin-can derby hold a parade. Have the children carry tin cans, old pots and pans, horns and sticks. A banner or flag at the front of the parade adds excitement. Have the children pound these noisemakers in rhythm as they march. Perhaps they can sing a playground song at the same time.



## HUSKY RACE

This event combines well with the kayak race. As a sled use a sturdy cardboard box roped around the outside. The “huskies” are a team of three to five pals. Line the contestants up and the race is on.

## SCAVENGER HUNT

This type of event can be held on or off the playground—it depends a great deal on the traffic on the streets surrounding the playground. Hand each team a list of items that the team members are to find. These items can be easy or hard to locate depending upon the ages of the children participating. The list could contain items such as milk bottle caps, tomato-soup cans, colored glass and street-car tickets.

## TREASURE HUNT

Hide messages around the playground. Each note should be a little puzzling so that it takes a while to figure it out. Each message leads to the next. The last message could be a prize or a special treat.

## MUSEUM DAY

Ask the children to bring old things from home and then have them tell the stories they know about the objects. You could then pick the oldest object, the most novel object, the object with the best history, the object with the most interesting story. This type of event could be used before or after a visit to a local museum or historical landmark.

## COMMUNITY PLAY NIGHT

Arrange an evening of contests between playground children and various community groups; for example, have the mothers versus the daughters in croquet, junior boys versus their fathers at horse-shoe pitching, a businessmen’s team versus playground seniors in softball. An evening of this type always ends with a sing-song.

## STUNT HOUR

Every so often the playground has a talent show. Much of this event can be impromptu. End with a sing-song. Talent discovered in this manner can be entered in a larger district playground amateur night.

## KAYAK RACE

Mount the wheels from a roller skate to each end of a 2x4in. board and nail a cardboard box in the centre. Pad the ends of a pole and then have the boys test their balance while standing in the box with both feet and then balance on one foot.

## CHECKER CONTEST

The children can make checkerboards in the craft session. A checkerboard consists of 64 colored squares. These can be cut from paper, painted, or crayoned. You can use bottle-tops as checkers. Each contestant might use the top from a particular brand of soft drink. If all the tops are the same, one side can use them upright and the other side can turn them up side down. A tournament of this type should last only one afternoon. Do not let the events drag but move the players on as soon as possible.

## BALLOON DAY

There are many games that can be played with balloons. Each boy may tie a balloon on one ankle. Then let the boys go to it, each trying to protect his balloon and at the same time break other balloons. Another game is to tie a balloon to each person’s belt. There is a prize for the first person to sit on his balloon and break it. You can run other contests—see who can blow up the biggest balloon, who can blow up a balloon until it breaks, who can twist three long balloons into an animal shape.

## PEANUT PARTY

Many games and races can be played with peanuts. For example hide peanuts around the playground, divide the children into teams and each with an animal name. The captain of each team is the only one allowed to pick up the peanuts, but the team members can find them and call their captain’s attention to them by making the sound of their animal.

Or give each runner a piece of cardboard about 1½x4in. A peanut is placed at the far end. Each contestant holds the cardboard in front of him and runs to the finish line. The peanut cannot be touched with the hand; if it is dropped it must be scooped on the cardboard without being touched by hand.

## TELEVISION SHOW

Make up a television show based on ideas suggested by the children. Have the children write commercials, weather reports, a news broadcast, a quiz program or give-away show. Arrange for an audience of parents to view the final production. For a television show you will need announcers, a master of ceremonies, stage hands, a microphone, a list of quiz questions or stunts.

## COMIC STRIP PARTY

This event could be part of a parents’ night. Have the children masquerade as characters from the funnies. You will need publicity, prizes, judges, and games to suit the funnies.

## DRAMATIC ACTIVITIES

Many special events on a playground can be related to dramatic activities—a puppet show, a historical pageant, a dress-up day, all have dramatic content. In our playground manual *Quiet Periods* there is a section devoted to playground dramatics. Many interesting special events can be developed along the lines suggested there.

Here are some additional ideas:

**ONE WORD SKITS:** Divide the children into groups of three or four. Give each group just one word to inspire the children's imaginations. They are then to make up a skit around the word in ½ hour and present it. In some cases two words might be necessary.

Here are some words that might give them clues:

jungle	detective	hold-up
wreck	cliff	lost wallet
broken lamp	martian man	green eyes
jet plane	sea monster	ruins
pirates' treasure	broken bicycle	S. O. S.
colt	scream	blood spot

## GREAT FIGURES—PAST AND PRESENT

William Lyon Mackenzie	Queen Elizabeth I
General Brock	Julius Caesar
Wolfe and Montcalm	Napoleon
La Salle	Albert Schweitzer
La Vérendrye	Romeo and Juliet
Tecumseh	Robin Hood
Laura Secord	current political leaders
Madeleine de Verchères	television personalities
Father Brébeuf	movie actors

## POETRY

Limericks are fun to act out for the enjoyment of audiences and poetry like Ogden Nash's tomfoolery is also good material.

## DAY-LONG SPECIAL EVENTS

### A PICNIC

Special events provide opportunities for parents to visit the playground. An old-fashioned picnic is especially good to bring together parents and children. The success of this kind of picnic depends on carefully prepared work. The entire picnic must be planned well in advance and arrangements made to have enough officials to carry out the events in an orderly manner. Two or even three playgrounds might like to get together for a picnic.

These might be the MAIN EVENTS at a picnic:

1:00 p.m.—	Doll Show and Buggy Parade
1:30	Costume Parade
2:00	— Boys' and Girls' Athletic Events
3:00	— Senior Boys' Softball or Baseball Game
4:00	— Senior Girls' Softball Game
5:00	— Supper
7:00	— Special Music Program or Amateur Hour
	— Community Sing-song

**NOVELTY EVENTS**—These may be used throughout the picnic.

**GUESSING GAMES:** For example, fill a bowl or jar with beans or corn or peas. Write down people's guesses; announce winner at suppertime.

**DRAWING CONTEST:** Give a number to all who attend. Give extra numbers to every person who enters the events. Have a final grand drawing for a prize.

**CHEF BOXING:** Place large bags over the boys' heads. Supply each boy with a newspaper for a swatter. The object is to swat bags off opponents' heads. The survivor is the winner.

**NEEDLE THREADING:** Girls hold needles. Boys carry thread and race 50 yards to the line of the girls. The boys thread needles and return with threaded needle to starting point. The girls must give no other assistance than to hold needle as steadily as possible.

**CHARIOT RACE:** There are many variations on this activity. One boy can hold another boy on his back and race. Another method is to have a driver and two or three "horses" in each group. The horses' heads are covered with paper sacks. The three horses hold hands and the two outside horses hold the end of a rope; the other end of the rope is held as reins by the driver.

**CHASE TAG:** Player who is IT tags another player and joins hands with him. As each person is tagged he joins the line. Only the end men in the line can do the tagging. Last one caught wins.



**CRACKER-EATING CONTEST:** Boys form a line facing girls. Each girl on a signal feeds her partner two crackers. When finished the boy must whistle a tune. The first girl to recognize the tune wins. A judge should be placed behind each pair.

**POTATO-AND-SPOON RACE:** Contestants line up holding in right hand a paper teaspoon. On this spoon is a small potato. At a signal, contestants run to finish line keeping left hands behind their backs. If the potato falls off the spoon, the contestant must stop and replace it using only his right hand.

**CLEAN SWEEP:** Girls sweep rubber ball with brooms a distance of 25 yards.

**SACK RACE:** Each runner wears a burlap sack up to the hips holding the sack with both hands. Opened cardboard boxes may be substituted for sacks.

**THREE-LEGGED RACE:** Tie the right leg of one runner to the left leg of another. Race in pairs.

Note: Many of the events and contests mentioned in the section on one-period special events can be used as activities in a one-day special event such as a picnic. For example, the big toe contest.

## TIRE-ROLLING RALLY

A week before the special event announce it to the children so that each child can locate an old automobile tire. A craft period can be spent in making posters, painting the tires with poster paint and making banners and field markers for the track and the judging area.

Below is a possible schedule for such an event.

- |            |   |
|------------|---|
| 10.30 a.m. | — ALL ENTRIES line up according to number and parade around area rolling their tires.   |
| 10:30      | — RACES. These races are to determine the fastest drivers. Divide the group into age divisions. Have the oldest children race 50 yards. Record points for the first, second and third in each group.  |
| 11:00      | — ACE DRIVING. Each child rolls his tire along a straight line painted on the pavement and is scored according to the number of times he wobbles off the line. Speed does not count. The younger children use two hands; lowest score wins. |
| 11:30      | — TIRE CHANGING. This event is a relay race with teams of two or four depending on age and distance decided.  |
| 12:00      | — PIT STOP. A variety of favorite games are played.   |
| 12:30      | — AWARDS presented to the winners of the tire rally.  |
| 12:45      | — LUNCH. Everybody brings his own lunch.  |
| 1:15       | — Group singing.  |

## BICYCLE RODEO

The bicycle rodeo can be adapted to both boys and girls who own bicycles. Invite the local police to attend the playground and show films and talk on safety prior to the meet. Emphasize the safety factor.

The first event is a bicycle-safety inspection. Points are awarded to each contestant depending upon the condition of his bicycle. Old and new bicycles are judged on the same basis, that is safety.

After the inspection each contestant can go through a series of skill tests. These can be followed by novelty tests such as obstacle and balloon races, all of which award a number of points.

## SAFETY INSPECTION

Here is a suggested list for checking the safety of bicycles. Bicycles are all given 50 points to start, then points are deducted for each unsafe item on the bike as provided on the check list.

Bike safety inspection check list:

NAME _____				
ADDRESS _____ Bike model _____				
ITEM	Points	OK	Deduct	Comments
<u>Front of bike:</u>				
1. Light	3			
2. Bell or horn	3			
3. Loose handlebars	2			
4. Loose or missing handgrips	1			
5. Wheel loose at hub	3			
6. Worn and shaky steering post	3			
7. Loose mudguards	2			
8. Broken or loose spokes	2			
9. Warped rim	2			
<u>Rear of bike:</u>				
10. Back light or reflector	3			
11. Loose seat	2			
12. Loose mudguards	2			
13. Broken or loose spokes	3			
14. Wheel loose at hub	3			
15. Warped rim	2			
16. Condition of pedals	2			
17. Wheel alignment	2			
18. Chain tension	2			
19. Coaster brakes	8			
TOTAL	50			
There are 50 points for a perfect bike. Deduct points as indicated for each item that is unsafe.				

This is only a suggested list. You may add or delete to suit your needs.



## SKILL TESTS

**BALANCE TEST:** Paint a straight line 3 ft long, 4 in. wide on a paved area. Contestants must ride side-saddle without wobbling off the line. Each contestant is allowed two chances. (5 points)

**2nd BALANCE TEST:** Draw two concentric circles, one with a diameter equal to the width of the street, the second circle 4 feet smaller in diameter. Object of the test is to keep within the two lines without touching either line. (5 points)

**ABILITY TO TURN AT A SIGNAL:** A "Y" is laid out on the ground. Contestant must ride down the straight lower section of the "Y" and be able to turn into either branch at the sound of a whistle. One blast means go left; two go right. (5 points for each correct turn)

**SLOW RACES:** A number of contestants start down the length of a set course. Last one to reach finish without putting either foot on the ground is the winner. (first—15 points; second—10 points; third—8 points)

**OBSTACLE COURSE:** Contestant must ride bike along a narrow path without hitting any of the obstacles which are set up at the centre line. (Total 20 points—2 points off for each obstacle hit.)

**BALLOON BURSTING:** The rider steers his bicycle through a series of five balloons fastened to the pavement. He must miss them with his front wheel and break them with his rear wheel. (each balloon broken—3 points)

**UMBRELLA RACE:** Each contestant must furnish his own umbrella. Contestant holds umbrella over head, steering his bicycle with one hand. (Award points as in other races.)

**COASTING RACE:** Object of the race is to see which contestant can coast the longest distance after pedalling at least 15 feet to a prescribed starting line. (Award points as in other races.)

**SLALOM RACE:** Place pegs in a zig-zag fashion. Contestant must keep his feet off the ground. Cyclist who completes course in shortest time is the winner.

**BICYCLE PARADE:** Allow a half-hour for the children to decorate their bicycles. Supply materials from craft centre. Give awards for the best decorated boy's bike and the best decorated girl's bike—25 points.



## A MOCK TABLOID TRACK-AND-FIELD MEET

A mock track-and-field meet is a novelty version of an actual tabloid track-and-field meet, in which miniature, improvised equipment is used—a paper plate in place of the discus, blown-up paper bags with 3-ft strings for the hammer, straws for javelins. Regular track-and-field procedures are modified.

The usual methods of good program planning are employed for this event. It is necessary to have at least one supervisor to act as instructor, announcer and recorder, in addition to a leader and an assistant for each area used. A double check of equipment is essential to keep the events running smoothly.

The athletic equipment such as drinking straws, paper plates and balloons must all be placed in their respective areas ahead of time. Check on scoreboard, score sheets, schedules, clip boards and pencils, whistles, team ribbons or markers, and prizes or awards.

Divide your building or enclosure into areas. Have an area for each event. It is better to have too many events than too few. The awards may be ribbons, candy or other small items.

The following suggestions will be helpful in conducting the meet.

1. Assemble the groups and explain the rules and procedures. Give instructions and warn that breaking the rules results in loss of points or even disqualification.  
Ask all competitors to sit when not competing. At the sound of the whistle all groups muster as teams.
2. Form teams at marked meeting-places and name the captains. Identify teams with ribbons or badges.
3. Reassemble teams into junior and intermediate groups if necessary.
4. When marking distances in the various events, use chalk or other marker. Name and record only the best three in each contest or heat.
5. As each event is run off the leader sends the assistant to report the results to the score-keeper.

## TABLOID EVENTS

**SPRINTS:**—Lay out short courses and have contestants run with bean-bags on their heads, or hop with bean-bags held between their knees or ankles.

**HURDLES:**—A short course is laid out with peanuts at intervals. The nuts must be shelled and eaten before the contestant can proceed.

**RELAYS:**—Pennies might be pushed along a yardstick using toothpicks held in the teeth.

**THROWING EVENTS:**—Use drinking straws for javelins, balloons or blown-up bags for hammer and shot-put, paper plates or powder-puffs for the discus.

**JUMPS:**—Broad-jump backwards or jump for hanging doughnuts with hands tied. Low-jump using a “limbo” stick.

**DISTANCE EVENTS:**—Push peanuts or pennies along a course, heel-and-toe around course, running in socks and so on.

## KITE TOURNAMENT

A full scale one-day event can be organized around the constructing and flying of kites and around a kite flying competition. Both boys and girls may compete. It is possible to have preliminary neighborhood meets and then a city-wide tournament in which all of the playgrounds take part.

The kites can be constructed ahead of time in the playground craft periods. Possibly some of the boys' fathers will assist in the making of the kites. The local library should be checked for books and magazine articles on how to build kites.

Suggested Categories:

- kites 3 ft and over, strongest puller
- kites 3 ft and over, highest flyer in 10 min.
- kites under 3 ft, strongest puller
- kites under 3 ft, highest flyer in 10 min.
- box kites, strongest puller
- box kites, highest flyer in 10 min.
- the most artistic kite
- the most comic kite

**PRIZES:**—Ribbons should be awarded for first, second and third places in each category.

**MASS FLIGHT:**—At the close of the contests, all kites will be sent up in the air at one time. The mass flight spectacle is a suitable grand finale for the kite contest.



## WEEK-LONG SPECIAL EVENTS

### ELECT PLAYGROUND MAYOR AND COUNCIL

Responsible citizenship is one of the aims of education in a democratic country. A playground council gives children opportunities to practise and experience self-government. The children learn the practice of democracy through trial and error with guidance.

This whole project must be kept as simple and yet as vital as possible. The following procedure could be used in setting up a playground council.

1. Explain to the children the process of electing their own governing body and their responsibilities as citizens. Describe the duties of various officials and stress why, in an election, it is important to choose the right person for each job.
2. Set dates for the campaigns and elections. The children should be given about a week to prepare for these events. A chief returning officer should be appointed.
3. Written nominations for the various offices should be submitted, each supported by the signatures of five of the registered playground citizens.
4. On the appointed day the candidates should present their platforms by giving speeches, displaying posters and arranging parades.
5. Deputy returning officer should be appointed, and scrutineers to represent each candidate. A polling booth is set up and only the registered playground children vote.
6. After the election the returning officer and his deputies count the ballots while the scrutineers watch. The winners are announced and a special ceremony is arranged at which a prominent local citizen (a local town councillor perhaps) presents the new playground mayor with his badge.
7. The playground council is then set up with the playground supervisor acting in an advisory capacity.

Elections might be held for the posts of mayor, sports, welfare and recreation councillors. The councillors could be the heads of committees of appointed members. The sports committee could look after track-and-field events, referees, tournaments and the like. The welfare committee could be in charge of safety, first-aid and clean-up. The recreation committee could be in charge of handicraft events, singing, dramatics. The council should meet once a week to discuss and prepare the program for the coming week.

### INDIAN WEEK

Many successful week-long special events have been based on the children's love of the legends and color of the Canadian Indian. Such an event forces the playground leader to do some research on the details of the customs of the various Indian nations. The emphasis could be on the Indian villages of Eastern Canada or on the encampments of the west. Teepees can be made with long poles, brown paper and old blankets. Bright Indian designs would add color and an authentic look.

During a number of craft periods help the children to make Indian costumes. Look for photographs or illustrations of the dress of the particular Indian tribe you are studying. Let the children look at these and then design their own costumes. Headdresses, head bands, feathers, all add to the color of the event. The girls will enjoy stringing colored beads or colored macaroni. The boys can make miniature canoes, tomahawks and bows and arrows. (Take precautions with the last two articles.)

At the end of the week stage a program of Indian games, ceremony and drama. In your athletic program play lacrosse and have competitions of strength such as leg-wrestling and hand-wrestling. Almost any competitive game can be adapted for this program. There are many ceremonies and dances related to the council ring. The camp fire, the appeal to the spirits of nature, the color of Indian costumes, the mystery of ancient ceremonies, all have a great appeal to children. Such events require careful planning in order to have an air of authenticity and dignity.

## COUNCIL RING CEREMONY

Led by the chiefs, with playground leaders at intervals, everyone walks in silent procession to the fire area. The whole procession circles the carefully arranged fire materials ready to be lit. Then, on the second time around the fire, the chiefs drop out and stand in their places. On the third circle of the fire the braves find their places. All remain standing while the chiefs take their seats. Then the braves seat themselves on a signal.

*Medicine Man:* Meetah kola nayhoon poh nee chop! Hear me, hear me, my friends, we are about to hold a council.

Now light we the council fire after the manner of the forest children. The storm wind will rub together two trees of the forest. Our firebearers bring it to us when the fire spirit wills.

O Fire!

Long years ago, when our fathers fought with great animals,

You were their protection.

When they needed food, you changed the flesh of the beasts

Into savory food for them.

During all the ages your mysterious flame has been a symbol

To them for Spirit.

So tonight, we light our fire in remembrance of the Great Spirit

Who gave you to us.

Torch-bearers run in from four directions. Each encircles the fire once and resumes his place near where he entered, standing and holding his torch high. Each fire-bearer recites two lines of the following and then dances once around the fire.

*First Fire-bearer:* Spirit red, Spirit red,  
Thy hunger must be fed.

*Second Fire-bearer:* Spirit hot, Spirit hot,  
Forget us not, forget us not.

*Third Fire-bearer:* As the year grows old—  
Keep us from the cold.

*Fourth Fire-bearer:* In the darkness of the night  
Be our shining light,  
Spirit light, Spirit light.

All the fire-bearers lower their torches to the fire\* and wait till it is burning bright. Then, on a signal, they all dance once around the fire. They throw their torches into the fire and squat in their places.

*Medicine Man:* This is a council of peace, so light we the pipe of peace.

He lights the pipe and takes a puff, then lifts the pipe in both hands, stem to the sky, saying:

*Medicine Man:* To Wakanda that his wisdom be with us. Hay oon kee ya—noon-way.

Everyone repeats “noon-way” (this is our prayer) whenever the medicine man uses the word.

*Medicine Man:* Maka Ina, Mother Earth, that she send us food, hay oon kee ya—noon-way.

*All:* Noon-way.

*Medicine Man:* Speak to the West Wind, that he favor our council and our tribe. (He hands the peace pipe to the first fire-bearer who stands and takes a puff, blows a cloud of smoke and points stem of pipe to the west.)

*First Fire-bearer:* To Weeya Peeta, the sunset wind, that he come not in his strength upon us. Hay oon ya—noon-way. (Handing the pipe back to the medicine man and squatting again.)

*All:* Noon-way.

*Medicine Man:* Speak to the North Wind, that he favor our council and our tribe (handing the pipe to the second fire-bearer who stands and takes a puff, blows a cloud of smoke and points stem of pipe to the north).

*Second Fire-bearer:* To Wazi-yata, the winter wind, that he harm us not with his cold. Hay onn kee ya—noon-way (returning the pipe and squatting again).

*All:* Noon-way.

*Medicine Man:* Speak to the East Wind, that he favor our council and our tribe (repeating the procedure with the pipe).

*Third Fire-bearer:* To weeyo hinyan pata, the sunrise wind, that he trouble us not with his rain. Hay oon kee ya—noon-way.

*All:* Noon-way.

*Medicine Man:* Speak to the South Wind. . . (and so on)

*Fourth Fire-bearer:* To Okaga, the hot wind, that he strike us not with his fierce heat. Hay oon kee ya—noon-way.

*All:* Noon-way.

The medicine man takes a puff of the peace pipe and presents it to the first chief.

*Medicine Man:* Oh, chief, Wakanda is with us. He smiles upon our council. He sent us fire for light and heat. Our chief will also smoke the pipe of peace.

The chief takes a puff and hands it back to the medicine man.

*First Chief:* It is well, this is a council of peace, so smoke we the pipe of peace. And now, if all the braves will rise and stand with right hand uplifted, facing one of the winds, the medicine man will smoke the pipe of peace for all of us.

*Medicine Man:* Wakanda and the four winds, the braves are grateful for thy favor. Look down on the braves of Layelomi—the Laoyos and the Lomis, who will not injure or destroy thy forest creatures.

## PROGRAM

A short period for challenge games such as “Are you there Mike?”, hand wrestling, leg wrestling and so on. Songs and stunts may be included. Recognitions could be given for outstanding contributions; new people may be introduced; playground arts and crafts may be displayed.

The council ring ceremony is closed with the following words spoken by the chief:

*Chief:* My brothers: It is time that we retire to our teepees, for long since have all the day-time creatures of the woods gone to rest. We also need sleep that we may follow the trail and help others along. But before we return to our teepees, let us in silence encircle the fire remembering that it is the symbol of the Great Spirit. Manitou, the Great Spirit, is watching over his children; he sees and knows all. See the fire dies away. Remember that as the fire dies, unless fed with the fuel provided, so will the inner fires of our lives die unless we turn regularly to the Great Spirit, the Giver of all Good.

Let us all, my brothers and my children, before we leave this thin messenger of the Great Spirit, ask Wakanda’s aid.

*All:* Wakanda Dhe Dhu  
Wa Pa Dhin a Ton He,  
Wakanda Dhe Dhu  
Was Ta Dhin a Ton He.  
Father a needy one  
Stands before You;  
I that sing am he.

(Omaha tribal prayer)





## WILD WEST WEEK

Just as in the Indian Week, a complete special event project can be planned around the cowboy and Indian theme. In this project half the children can be Indians, and the others pioneer cowboys and cowgirls. In the crafts period, Indian headdresses and paper skirts for the squaws can be made. For the other group, 10-gallon hats, scrap leather-cuffs, neckerchiefs and gun holsters can be made.

Plan a big finale, a rodeo, with a parade of braves, squaws, cowboys and cowgirls.

Award prizes for the best costumes.

Have the braves lay a trail for the cowboys with paper or chalk while squaws and cowgirls prepare grub at the chuckwagon.

Corn on the cob is a good item of food for this day.

A camp fire after supper is always a good centre of interest.

Have the opposing forces bury the hatchet in a ceremony and toast marshmallows as their peace feast.

## STAMPEDE

Another variation on the wild west theme is to plan a cowboy week ending with a stampede. The items of the stampede program can be adaptations of the regular events of the Calgary Stampede.

**CALF ROPING:** Line up the cowboys and calves as though for a relay. Give the cowboys a gunny sack and some cord. At a given signal cowboy and calf run down the track with the cowboy trying to put the gunny sack over the head of his calf and tie the legs. The winner will be the one who succeeds first.

**HORSE FIGHTING:** In this program have smaller boys mounted on the backs of the larger boys.

**TUG-O-WAR:** is always popular.

**LASSO CONTEST:** should be held on the final day of the stampede because everyone will need at least a week of practice to develop the skill.

**INDIAN WRESTLING:** rooster fighting, horse races, are all popular. Bicycles can be used for chuckwagon races over complicated courses.

**CHARIOT RACES:** can be run with wagons. Other features can be adapted to the playground level.

**THE FINAL EVENT:** could be an amateur show on a western theme followed by hot dogs.

## CHILDREN OF OTHER LANDS

A special event week can be developed around the theme of the costumes of other countries. Holland, Scotland, China, Egypt, Ghana, Hawaii, present a variety that can be studied and developed into a special event program.

## THE CIRCUS

Everybody likes the circus. The preparation and presentation of such an event can be the big attraction of your complete summer program. In the presentation of an event of this nature there are five basic points to keep in mind:

First, you must have good circus music—with strong rhythm and blaring instruments. Pick your music records carefully.

Second, you need lots of color in your decorations. Use streamers and balloons in bright contrasting colors, have the children paint 6-in. circus figures on brown craft paper and so on.

Third, there should be a grand parade in connection with the event. The children could be in costumes; the banners, floats, ferocious animals should all be in the parade.

Fourth, the circus needs good animal acts.

Fifth, it is essential to have a loud, boisterous, happy ringmaster to keep things moving.

A circus can be a wide open event, that is, it can be expanded or contracted depending on the number of people available. The circus setting can handle large groups. A circus can feature animal acts, human acts, side-shows and skill games.

## RINGMASTER

The key to the success of your circus lies with the master of ceremonies. He should introduce the acts and cut them when necessary. He should wear a top hat, high boots and riding pants, and carry a whip. He should encourage applause at the proper time.

## THE CIRCUS RING

The main events of the circus take place in the circus ring. The program should not be too long or too short. Skill acts should be intermixed with clown acts and animal acts. Begin with the younger children's acts and then move along to those produced by the older children. Group participation adds interest, for example have the audience sing a song periodically. Never let the clowns steal the show from the other acts. They should have their own acts rather than intruding those of the others.

## THE CIRCUS (cont'd)

### TICKET BOOTH

To give color to your setting there should be a gaily decorated ticket booth where tickets are either sold or given away.

### THE PARADE

A circus parade can feature a great many attractions. There should be a band. Human performers and animal performers should all march. Some animals can hold on to tails of the animals ahead of them with their keepers leading the whole line. Other animals can be hauled in coaster wagons in improvised cages. The band may feature real instruments or a combination of real instruments and kitchen instruments such as pots and pans. If the circus is small even a comb-and-paper band will provide good music.

The circus parade should go around a number of blocks in the neighborhood. Do not make the route too long because the younger children will tire easily. A parade needs careful planning. It is necessary to check the route with local police. Safety monitors should be placed at each corner to stop oncoming traffic.

### SIDE-SHOWS

The circus would not be complete without side-shows. Large signs are needed, and strong-voiced barkers with handle-bar moustaches add color. The children on the playground will have a great deal of fun thinking up sideshow ideas. A few of these are listed below:

- The fat lady (stuffed with pillows)
- The peep show (peep in, see a mirror)
- A swimming match (match swimming in water)
- The invisible fish (a bowl of clear water)
- The bearded lady (with beard painted or glued on)
- The knife-swallower (eating with a knife)
- Have your palm read (girl dressed elaborately, takes customers, one at a time, and puts a daub of mercurochrome in the middle of their palms)
- Watercolor exhibition (glasses of colored water)
- A trained seal (Christmas seal)
- Knight of the bath (card reading "Saturday")
- Bonaparte (two bones apart)
- Ancient instruments of punishment (worn slipper)
- A headless, hairless dog (a weiner)
- A three-legged wonder (a stool)
- Diamond pin (dime and pin)

### ANIMAL ACTS

Variety is the spice of life. Bears can learn to dance. Elephants, seals, ponies, ostriches and dogs all perform in circus acts. Kangaroos, giraffes, lions and tigers, even bucking bronchos and monkeys, all add excitement. A dragon involving twelve people and six blankets can be a ferocious sight as it battles with the knight in shining armour in the ring.

In a playground circus elaborate animal costumes are not necessary. Stuffed pajamas can be used to advantage. Animal feet can be made of paper sacks tied to feet and hands. A broom with a paper sack over the straw and blankets wrapped around the broom handle makes a head on a long neck. Newspaper can be used to make many features of the costumes. Papier maché over chickenwire frames provides realistic looking heads and masks.

### CLOWNS

Clowns make the circus. There can be tramp-clowns, policeman-clowns, fat-lady-clowns, comic-strip-character-clowns. They should be dressed in an exaggerated manner with painted faces and elaborate slap-stick action.

Here are a number of clown-act suggestions:

- Clown fights (using stuffed stockings as weapons)
- A William Tell act (victim eats apple, is shot with water gun)
- Comic strip clowns
- Fire act (clown starts a fire, another clown runs to get a "fire-bucket" filled with torn-up newspapers and throws the contents on first clown taking care to sling some on the audience too.)
- A clown bullfight
- Cowboy lassoing act
- A clown singing funny songs
- A policeman act (clown arrests all of the audience)
- The famous old operation stunt
- Clown gag, when clown sneezes water comes out of his ears (use small rubber hose from novelty shop)

### REFRESHMENTS

A circus must have a refreshment stand. Sell cider, popcorn, candy, soft drinks.

## SKILL GAMES

Booths can be arranged so that people may try their hands at various skills. These attractions can be very simple in nature and yet inevitably please the crowd. A few of these skill activities are listed below.

**A BASEBALL THROW:** (or roll) at milk bottles  
**"FIRST ON THE MOON":** Allow contestants to make their own paper darts and attempt to throw them through holes on a painted moon scape.

**NAIL-DRIVING CONTEST**

**SHAVING-A-BALLOON CONTEST**

**GUESS THE NUMBER OF BEANS** in a bottle  
**BINGO**

**SHOOTING GALLERY** with water pistols or elastic guns

**FISH POND**

**DROP THE COIN** in the glass. In a fish bowl place a small glass, fill bowl and glass with water. Contestants try to drop pennies into the bowl and make them go into the glass.

**CLOTHES-PEG DROP:** Contestants stand on a chair and drop clothes-pegs into milk bottles.

**PAPER-PLATE THROW:** Have contestants throw paper plates from a distance into the open top of a box.

**RING-THE-PEG:** Place three upright pegs on a table. From a distance of six ft contestants attempt to ring pegs with rubber jar rings.

**PENNY TOSS:** Place muffin-tins at one end of a table. Toss pennies from the opposite end of the table into the tins.

**CARD THROW:** Use a waste-paper basket as a target, throw playing cards at the open top.

**SAFARI:** Place stuffed toy animals on a shelf; tennis or other balls can be used to knock the animals over.

## PRIZES

Here is a suggestion for handling prizes in connection with the skill games. Each time a contestant wins a prize, have that person sign his name on a slip of paper and deposit it in a box at the particular booth. At a specified time all of these tickets should be collected and a number of draws made for the prizes. This means that the children should try to win at as many skills as possible so that they have as many chances as possible to have their names drawn for the big prizes.

## A COUNTRY FAIR OR HANDICRAFT EXHIBITION

A playground country fair can bring out the collecting spirit. Arrange a series of tables for the proper exhibition of all entries. A week leading up to the fair can be spent in making decorations for these tables, painting signs and posters to advertise the event, and in designing costumes.

The entries can be grouped as handicrafts, collections (stamps, books, match covers, etc.), models (airplanes, houses, etc.), home-cooking, art work.

Be sure that all tables are well looked after so that articles are not lost or damaged. Have a committee accept each article brought in and carefully label it with name tags. The entries can be divided according to the ages of the exhibitors (12 years and under, and over 12 years).

Arrange for judging of the exhibits under as many headings as possible. Give ribbons for the most attractive hobby exhibit, the neatest exhibit, the most unusual hobby, for originality, creativity, workmanship. Present ribbons to the successful entrants.

After the judging, games, contests or a sing-song might round off the afternoon; perhaps a folk-dance group could perform.

## PENNY CARNIVAL WEEK

The penny carnival is another variation of the circus or the country fair. A week could be spent in constructing booths from cartons or crates and making colored signs. Set up the carnival in a definite area.

There should be a refreshment booth selling lemonade, fudge, cookies or fruit at a moderate charge.

Bingo could operate continuously throughout the event.

See the section on the skill games at the circus. These games plus many others can be used in the penny carnival setting.

## CLOSING-DAY PROGRAM

When planning the closing event, playground leaders should keep in mind that this is the last big event of the year. One of the best ways of closing a season is to involve all the people that you possibly can in a program such as an amateur show. The children should be given an opportunity to display their talents. As many people as possible should appear on the stage, even if only to sing a popular song in a group. If it is possible to arrange a stage, the amateur show is more exciting.



## ROBIN HOOD WEEK

The Robin Hood theme has always proved interesting to young children. In the craft periods the green doublets of Robin Hood and his merry men, the high pointed hats of the ladies, and bows and arrows are all fun to make.

For the final day skits can be developed around the idea of Robin Hood protecting the poor and rescuing the innocent. Archery contests can be held, horse and rider, hand push, pole push, tug-o-war, sing-songs and camp fires, all can be part of this special event.

## OTHER SPECIAL EVENTS

The good playground leader has initiative and imagination. A single heading or idea can be just as useful to a resourceful leader as a program guide full of details. Here are some suggestions for special events that have not been mentioned elsewhere in this booklet.

athletic carnival	mother-and-daughter day
baby show	movies
shoe-shine contest	music carnival
egg-rolling contest	nature exhibit
birthday party	progressive game party
water fight	soap-bubble contest
United Nations day	storytelling festival
marshmallow night	wading-pool carnival
camera hike	water carnival or pageant
father-and-son party	yo-yo contest
hare-and-hound chase	hula-hoop contest
minstrel show	playground race day
hike	jumping day
Mardi Gras parade	art show
model airplane day	puppet show

Some special events such as wiener roasts or picnics are unrelated to the regular playground activities. Others like carnivals or hobby-shows are built around the regular activities and provide an objective toward which activities may be directed. They demonstrate the results accomplished through the playground program.









